

Abstract

5 A computerized method of virtual flowbench
simulation of fluid flow interaction with an object
described in at least one design file includes receiving
user-defined input via a user interface, the user-defined
input including a specification of the at least one
design file, accessing the at least one design file, and
accessing a generic template describing basic geometries
10 of the object, and modifying the basic geometries of the
object with the at least one design file. Automatically,
surface and volume mesh are generated in the object, and
fluid flow interaction with the object is simulated.
Predetermined data parameters are measured and stored
15 during simulation. The method automatically checks the
predetermined data parameter measurements to determine
whether steady state has been reached and whether a
predetermined maximum number of time steps has been
reached. The method then automatically terminates the
20 simulation in response to the steady state being reached
or the predetermined maximum number of time steps being
reached. An output of predetermined data parameter
measurements is then generated.